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Volume 36, Issue 1, Jan.-Feb. 2000 Page(s):47 - 159
Digital Object Identifier 10.1109/TIA.2000.821825
AbstractPlus | Full Text: PDF(916 KB) IEEE JNL

2. **Accelerating evolutionary algorithms with Gaussian process fitness function models**
Buche, D.; Schraudolph, N.N.; Koumoutsakos, P.;
Systems, Man and Cybernetics, Part C, IEEE Transactions on
Volume 35, Issue 2, May 2005 Page(s):183 - 194
Digital Object Identifier 10.1109/TSMCC.2004.841917
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3. **Using NU-SSGA to reduce the searching time in inverse problem of a buried metallic object**
Wei Chien; Chien-Ching Chiu;
Antennas and Propagation, IEEE Transactions on
Volume 53, Issue 10, Oct. 2005 Page(s):3128 - 3134
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4. **Reliability optimization of series-parallel systems using a genetic algorithm**
Coit, D.W.; Smith, A.E.;
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Volume 45, Issue 2, Jun 1996 Page(s):254 - 260, 266
Digital Object Identifier 10.1109/24.510811
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5. **Alternating cluster estimation: a new tool for clustering and function approximation**
Runkler, T.A.; Bezdek, J.C.;
Fuzzy Systems, IEEE Transactions on
Volume 7, Issue 4, Aug. 1999 Page(s):377 - 393
Digital Object Identifier 10.1109/91.784198
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6. **Author Index**
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Wei-Wen Chang; Chan-Jin Chung; Sendhoff, B.;
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Volume 3, 8-12 Dec. 2003 Page(s):1864 - 1870 Vol.3
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Volume 3, 8-12 Dec. 2003 Page(s):0_1 - xxviii
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12. **Table of Contents**
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Evolutionary Computation, 2003. CEC '03. The 2003 Congress on
Volume 1, 8-12 Dec. 2003
Digital Object Identifier 10.1109/CEC.2003.1299547

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1 Real world applications: Nonlinear feature extraction using a neuro genetic hybrid

Yung-Keun Kwon, Byung-Ro Moon
June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**
Publisher: ACM Press
Full text available: pdf(361.05 KB) Additional Information: full citation, abstract, references, index terms

Feature extraction is a process that extracts salient features from observed variables. It is considered a promising alternative to overcome the problems of weight and structure optimization in artificial neural networks. There were many nonlinear feature extraction methods using neural networks but they still have the same difficulties arisen from the fixed network topology. In this paper, we propose a novel combination of genetic algorithm and feedforward neural networks for nonlinear feature ...

Keywords: feature extraction, function approximation, neuro-genetic hybrid

2 Evolutionary strategies and evolutionary programming: Morphing methods in evolutionary design optimization

Michael Nashvili, Markus Olhofer, Bernhard Sendhoff
June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**
Publisher: ACM Press
Full text available: pdf(446.38 KB) Additional Information: full citation, abstract, references, index terms

Design optimization is a well established application field of evolutionary computation. However, standard recombination operators acting on the genotypic representation of the design or shape are often too disruptive to be useful during optimization. In this work, we will analyze whether morphing methods between two shapes can be used as recombination operators acting on the phenotype space, thus directly on the shape or design. We introduce three different morphing methods and employ them as r ...

Keywords: design optimization, evolution strategies, morphing methods, phenotypic recombination

3 Real world applications: Three dimensional evolutionary aerodynamic design optimization with CMA-ES

Martina Hasenjäger, Bernhard Sendhoff, Toyotaka Sonoda, Toshiyuki Arima
June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**
Publisher: ACM Press
Full text available: pdf(2.37 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we present the application of evolutionary optimization methods to a demanding, industrially relevant engineering domain, the three-dimensional optimization of gas turbine stator blades. This optimization problem is high-dimensional search and computationally very expensive. We show that, despite of its difficulty, the problem is feasible. Our approach not only successfully optimizes the aerodynamic design but also yields interesting results from an engineering point of view.

Keywords: covariance matrix adaptation, design optimization, evolutionary strategies, real world application

4 Simulation optimization: methods and applications

Yolanda Carson, Anu Maria
December 1997 **Proceedings of the 29th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(1.04 MB) Additional Information: full citation, references, citings, index terms

5 Local control of bias and tension in beta-splines

Brian A. Barsky, John C. Beatty
July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques SIGGRAPH '83**, Volume 17 Issue 3
Publisher: ACM Press
Full text available: pdf(1.37 MB) Additional Information: full citation, abstract, references, citings, index terms

The Beta-spline introduced recently by Barsky is a generalization of the uniform cubic B-spline: parametric discontinuities are introduced in such a way as to preserve continuity of the unit tangent and curvature vectors at joints (geometric continuity) while providing bias and tension parameters, independent of the position of control vertices, by which the shape of a curve or surface can be manipulated. Using a restricted form of quintic Hermite interpolation, it is possi ...

Keywords: Beta-splines, computer-aided design, geometric continuity, polynomial splines, tension

6 From splines to fractals

R. Szeliski, D. Terzopoulos
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(4.50 MB) Additional Information: full citation, abstract, references, citings, index terms

Deterministic splines and stochastic fractals are complementary techniques for generating free-form shapes. Splines are easily constrained and well suited to modeling smooth, man-made objects. Fractals, while difficult to constrain, are suitable for generating various irregular shapes found in nature. This paper develops *constrained fractals*, a hybrid of

splines and fractals which intimately combines their complementary features. This novel shape synthesis technique stems from a formal co ...

7 A recursive evaluation algorithm for a class of Catmull-Rom splines

Phillip J. Barry, Ronald N. Goldman

June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(536.33 KB) Additional Information: full citation, abstract, references, index terms

It is known that certain Catmull-Rom splines [7] interpolate their control vertices and share many properties such as affine invariance, global smoothness, and local control with B-spline curves; they are therefore of possible interest to computer aided design. It is shown here that another property a class of Catmull-Rom splines shares with B-spline curves is that both schemes possess a simple recursive evaluation algorithm. The Catmull-Rom evaluation algorithm is constructed by combining the d ...

Keywords: B-spline, Catmull-Rom spline, Lagrange polynomial, Neville's algorithm, de Boor algorithm, recursive evaluation algorithm

8 Discrete Beta-splines

Barry Joe

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: pdf(652.66 KB) Additional Information: full citation, abstract, references, citings, index terms

Goodman (1985) and Joe (1986) have given explicit formulas for (cubic) Beta-splines on uniform knot sequences with varying ß1 and ß2 values at the knots, and nonuniform knot sequences with varying ß2 values at the knots, respectively. The advantage of the latter formula is that it can also be used for knot sequences with multiple knots. Discrete Beta-splines arise when a Beta-spline curve is subdivided, i.e. the knot sequence is refined so that the curve is expresse ...

9 Visualization of Volume Data with Quadratic Super Splines

Christian Rossl, Frank Zeilfelder, Gunther Nurnberger, Hans-Peter Seidel

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Publisher: IEEE Computer Society

Full text available: pdf(849.48 KB) Additional Information: full citation, abstract

We develop a new approach to reconstruct non-discrete models from gridded volume samples. As a model, we use quadratic trivariate super splines on a uniform tetrahedral partition ¿. The approximating splines are determined in a natural and completely symmetric way by averaging local data samples, such that appropriate smoothness conditions are automatically satisfied. On each tetra-hedron of ¿, the quasi-interpolating spline is a polynomial of total degree two which provides several advantages i ...

Keywords: volume rendering, reconstruction, quadratic super splines, tetrahedral partition, Bernstein-Bézier techniques, isosurface rendering, ray-casting

10 On computing the intersection of B-splines (extended abstract)

B. K. Natarajan

May 1990 **Proceedings of the sixth annual symposium on Computational geometry**
Publisher: ACM Press

Full text available: pdf(690.39 KB) Additional Information: full citation, abstract, references, citings, index terms

We consider the problem of computing a piecewise linear approximation to the intersection of a pair of tensor product B-spline surfaces in 3-space. The problem is rather central in solid modeling. We present a fast and robust divide-and-conquer algorithm for the problem, that is a generalization of the bisection algorithm for computing the roots of non-linear equations. The algorithm is guaranteed to solve a "nearby" problem, and our analysis proves that its expected run-time is ...

11 Knot insertion for Beta-spline curves and surfaces

Barry Joe
January 1990 **ACM Transactions on Graphics (TOG)**, Volume 9 Issue 1
Publisher: ACM Press

Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Discrete Beta-splines arise when a Beta-spline curve is subdivided; that is, extra knots are inserted so that the curve is expressed in terms of a larger number of control vertices and Beta-splines. Their properties and an algorithm for their computation are given in "Discrete Beta-Splines" by Joe (Computer Graphics, vol. 21, pp. 137-144). We prove a stronger version of one of these properties, from which a new algorithm for computing discrete B ...

12 Quartic Beta-splines

Barry Joe
July 1990 **ACM Transactions on Graphics (TOG)**, Volume 9 Issue 3
Publisher: ACM Press

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, citings, index terms

Quartic Beta-splines have third-degree arc-length or geometric continuity at simple knots and are determined by three &bgr; or shape parameters. We present a general explicit formula for quartic Beta-splines, and determine and illustrate the effects of varying the &bgr; parameters on the shape of a quartic Beta-spline curve. We show that quartic (and higher degree) rational Beta-splines with arc-length continuity satisfy the same continuity conditions as (nonrational) Beta-splines. We also ...

13 Two remarks on Tau-splines

Dieter Lasser
April 1990 **ACM Transactions on Graphics (TOG)**, Volume 9 Issue 2
Publisher: ACM Press

Full text available: pdf(795.63 KB) Additional Information: full citation, abstract, references, index terms, review

We present a Bézier representation of &tgr;-splines, curvature and torsion-continuous quintics, which were introduced in CAGD by Hagen in 1985 [32]. Explicit formulas are given for the conversion from Bézier representation to &tgr;-spline representation, and vice versa. Thus, by embedding the Bézier representation in a &Bgr;-spline representation of curvature and torsion-continuous quintic spline curves, given in [20], a &Bgr;-spline-Bézier representation of &tgr ...

14 A round trip to B-splines via de Casteljau

Hartmut Prautzsch
July 1989 **ACM Transactions on Graphics (TOG)**, Volume 8 Issue 3

Publisher: ACM Press

Full text available: pdf(610.84 KB) Additional Information: full citation, abstract, references, citings, index terms, review

B-splines are constructed from Bézier curves solely using de Casteljau's construction. Divided differences are not being used, nor is Mansfield's recurrence formula presupposed. Yet, it is shown how to differentiate, subdivide, and evaluate a B-spline. These results are derived from the corresponding techniques of Bézier curves.

15 Multiple-knot and rational cubic beta-splines

Barry Joe
April 1989 **ACM Transactions on Graphics (TOG)**, Volume 8 Issue 2
Publisher: ACM Press

Full text available: pdf(1.42 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Goodman (Properties of Beta-splines. J. Approx. Theory 44, 2 (June 1985), 132-153) gave an explicit formula for cubic Beta-splines on a uniform knot sequence with varying &bgr;1 and &bgr;2 values at the knots. We establish an alternative explicit formula for cubic Beta-splines on a nonuniform knot sequence with constant &bgr;1 = 1 and varying &bgr;2 values at the knots. This alternative formula can also be used if the knot sequence contains multiple knots, and is useful for ...

16 Spherical averages and applications to spherical splines and interpolation

Samuel R. Buss, Jay P. Fillmore
April 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 2
Publisher: ACM Press

Full text available: pdf(214.52 KB) Additional Information: full citation, abstract, references, citings, index terms

This article introduces a method for computing weighted averages on spheres based on least squares minimization that respects spherical distance. We prove existence and uniqueness properties of the weighted averages, and give fast iterative algorithms with linear and quadratic convergence rates. Our methods are appropriate to problems involving averages of spherical data in meteorological, geophysical, and astronomical applications. One simple application is a method for smooth averaging of quat ...

Keywords: Bézier curve, B-spline, barycentric coordinates, least squares minimization, quaternion interpolation, quaternions, spherical average, spherical interpolation, spherical mean, spline curve, spline interpolation

17 Geometric continuity, shape parameters, and geometric constructions for Catmull-Rom splines

Tony D. DeRose, Brian A. Barsky
January 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 1
Publisher: ACM Press

Full text available: pdf(2.31 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Catmull-Rom splines have local control, can be either approximating or interpolating, and are efficiently computable. Experience with Beta-splines has shown that it is useful to endow a spline with shape parameters, used to modify the shape of the curve or surface independently of the defining control vertices. Thus it is desirable to construct a subclass of the Catmull-Rom splines that has shape parameters. We present such a class, some members of which are inte ...

18 Local Control of Bias and Tension in Beta-splines

Brian A. Barsky, John C. Beatty
April 1983 **ACM Transactions on Graphics (TOG)**, Volume 2 Issue 2
Publisher: ACM Press
Full text available: pdf(1.31 MB) Additional Information: full citation, references, citings, index terms

19 A new local basis for designing with tensioned splines

Elaine Cohen
April 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 2
Publisher: ACM Press
Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Recently there has been a great deal of interest in the use of "tension" parameters to augment control mesh vertices as design handles for piecewise polynomials. A particular local cubic basis called B-splines, which has been termed a "generalization of B-splines, v has been proposed as an appropriate basis. These functions are defined only for floating knot sequences. This paper uses the known property of B-splines that with appropriate knot vectors span what are called h ...

20 Weighted bicubic spline interpolation to rapidly varying data

Thomas A. Foley
January 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 1
Publisher: ACM Press
Full text available: pdf(2.78 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The weighted bicubic spline that is a C1 piecewise bicubic interpolant to three-dimensional gridded data is introduced. This is a generalization of the univariate weighted spline, developed by Salkauskas, in that a weighted minimization problem is solved. The minimization problem solved is a weighted version of the problem that the natural bicubic spline and Gordon's spline-blended interpolants minimize. The surface is represented as a piecewise bicubic Hermite interpol ...

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Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 22, Issue 7, July 2000 Page(s):701 - 718
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2. **Electromagnetic imaging of two-dimensional perfectly conducting cylinders with transverse field**
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5. **Genetic algorithm for edge extraction of glomerulus area**
Jun Zhang; Hong Zhu; XueMing Qian; Tao Huang;
Information Acquisition, 2004. Proceedings. International Conference on
21-25 June 2004 Page(s):335 - 338
Digital Object Identifier 10.1109/ICIA.2004.1373383
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Nikolos, I.K.; Valavanis, K.P.; Tsourveloudis, N.C.; Kostaras, A.N.;
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Volume 33, Issue 6, Dec. 2003 Page(s):898 - 912
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Nain, P.K.S.; Deb, K.;
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Kumar, G.S.; Kalra, P.K.; Dhande, S.G.;
Evolutionary Computation, 2003. CEC '03. The 2003 Congress on
Volume 3, 8-12 Dec. 2003 Page(s):1871 - 1878 Vol.3
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Volume 34, Issue 6, Dec 2004 Page(s):2497 - 2524
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18. **A highly interpretable form of Sugeno inference systems**
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16-19 June 2002 Page(s):325 - 332
Digital Object Identifier 10.1109/VIPROM.2002.1026677
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AbstractPlus | Full Text: PDF(431 KB) IEE CNF

23. **Alternating cluster estimation: a new tool for clustering and function approximation**
Runkler, T.A.; Bezdek, J.C.;
Fuzzy Systems, IEEE Transactions on
Volume 7, Issue 4, Aug. 1999 Page(s):377 - 393
Digital Object Identifier 10.1109/91.784198

AbstractPlus | References | Full Text: PDF(460 KB) IEEE JNL

24. **Function approximator design using genetic algorithms**
Ahmed, M.A.; DeJong, K.A.;
Evolutionary Computation, 1997., IEEE International Conference on
13-16 April 1997 Page(s):519 - 524
Digital Object Identifier 10.1109/ICEC.1997.592365

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25. **2005 Index**
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2. **Voronoi-based estimation of distribution algorithm for multi-objective optimization**
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Michael Nashvili, Markus Olhofer, Bernhard Sendhoff

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

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Design optimization is a well established application field of evolutionary computation. However, standard recombination operators acting on the genotypic representation of the design or shape are often too disruptive to be useful during optimization. In this work, we will analyze whether morphing methods between two shapes can be used as recombination operators acting on the phenotype space, thus directly on the shape or design. We introduce three different morphing methods and employ them as r ...

Keywords: design optimization, evolution strategies, morphing methods, phenotypic recombination

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In this paper, we present the application of evolutionary optimization methods to a demanding, industrially relevant engineering domain, the three-dimensional optimization of gas turbine stator blades. This optimization problem is high-dimensional search and computationally very expensive. We show that, despite of its difficulty, the problem is feasible. Our approach not only successfully optimizes the aerodynamic design but also yields interesting results from an engineering point of view.

Keywords: covariance matrix adaptation, design optimization, evolutionary strategies, real world application

2 Evolutionary strategies and evolutionary programming: Morphing methods in evolutionary design optimization

Michael Nashvili, Markus Olhofer, Bernhard Sendhoff
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